PORTLAND ATARI CLUB

COMPUTER NEWS

MAY 1988 PORTLAND, OREGON

A USER GROUP NEWSLETTER TYPESET ENTIRELY ON THE ST COMPUTER

ARTICLES
REVIEWS
PUZZLE
ADS
LISTINGS
NOTICES

CIRCULATION 2000

DIGISOUND ST

By LeRoy Valley (TAG)

Digisound ST	$ 89.95
Professional	$149.95
Digiplay	$ 49.95

Alpha Systems
1012 Skyland Drive
Macedonia, OH 44056
(216) 374-7469

By now most of you have realized that I like to buy toys. Not just plain old everyday toys, but unique and interesting computer oriented toys. If you have been reading my column since MAM (Michigan Atari Magazine) first got started, then you will believe me when I say that I buy a LOT of toys. If you haven't been reading my column (shame on you!) then just trust me (hehe). Of course, when you buy a lot of toys, your "new product" interest tends to become jaded and it takes more and more wow, pizazz, and oomph to impress you.

What is all this leading up to, you say? Well, this month I'm going to review the neatest little product that I've ever laid hands on. I've had more fun, spent more hours on my computer, and generally gotten the wife more tee'd than ever before. What new and unique product could accomplish all this? The answer to all of the above is Digisound ST, a sound digitizer by Alpha Systems.

Digisound ST plugs into your cartridge port on your ST and allows you to sample real world sounds, voices, or music at 5K to 40K per second. It's offered in two versions - Digisound ST and Digisound ST Professional. I've used both models and will be reviewing both. First I'll cover all of the goodies offered on both models, then I'll cover the specifics for Professional. The software included is Digiplay (once again, by Alpha Systems) and this is what really makes the digitizer sing (pun fully intended)!! Digiplay is fully GEM based and easy to use. Menus at the top of the screen include FILE, EFFECTS, BAR, EDIT, RATE, and OPTIONS. At the bottom of the screen are tape recorder style buttons that give you short cuts to 8 of the most used features - Record, Play Normal, Play w/Pitch, Real Echo, Scope, Delete, Cut, and Paste.

Let's say that we want to start digitizing right away. For starters we need some form of sound input. Simply connect an amplified source (radio, tape player, microphone) to the MIC IN jack on the cartridge. If you're using a standard microphone, you'll need a preamplifier for Digisound ST (Radio Shack has them for $12.00). Next we have to select the sampling rate at which we wish to digitize the sound. Going to the RATE menu we find that Digiplay offers 8 sampling rates - 5K, 8K, 10K, 16K, 20K, 25K, 32K, and 40K! The "sampling rate" is the number of samples per second to store for the sound. Obviously, the more samples/second, the better the digitized sound will be reproduced. But, the more samples /second the more memory we consume. How much memory, you ask? On a 1MB machine, with no accessories loaded, recording at the lowest rate of 5K gives you a max of 172 seconds of recording time. The highest rate of 40K gives you a mere 22 seconds! Using 16K gives very good reproduction AND gives you 53 seconds of recording time, so we'll select 16K.

Now that we have our sound source ready, and our sample rate set, let's select the RECORD button at the bottom of the screen. This brings up a dialog box which displays the Max Sample Time, and allows us to set the desired sample time. There are three buttons - SAMPLE, TEST, and CANCEL. Selecting Sample simply starts Digisound digitizing. The Test button lets you hear the actual sound as Digisound perceives it. This option is great for adjusting bass and treble controls, and is really nice for locating specific sounds on a tape recorder!

Ok, now that we've got a sound captured, we select the PLAY NORM button and hear the sound reproduced extremely well through our monitor speaker! Both RECORD and PLAY can also be found in the OPTIONS menu, but if you select PLAY here you get a box with a column of buttons that allow you to test different effects on your sound. The first button (PITCH) turns your keyboard into a synthesizer! Each key plays at a different pitch. Just press keys to play a sound - It's that easy! Using the left and right mouse buttons we can select a portion of the sound wave (the selected section is marked with vertical bars and the top slider will be red between the bars) and, by selecting the SOME option, we can play just that portion! Using the alternate key and both mouse buttons we can also set loop points within the selected section so that the sound will repeat until a key is released.

MIDI allows us to play the sampled sound with the synthesizer keyboard (the sound still comes through the monitor). DECAY only lets the sound play as long the key is pressed. ECHO plays the sound wave with real time echo. You can set the time in milliseconds between each echo, the length of die out time, and the loudness of the echo. The number of sounds that can be created with this one effect is staggering! The last effect in PLAY, ENVELOPE, allows you to apply an envelope to your sound. Browsing through the OPTIONS menu we find SCOPE, which shows you graphically (in real time) your current input level. This is dynamite for adjusting your input! If you're over driving Digisound, the sound waves will have red tips! ECHO lets you take a sound as it is input and apply real time echo immediately! It plays the altered sound even as you speak. APPLY allows you to permanently alter your captured sound with any of Digisounds effects (it will also

(PLEASE TURN TO PAGE 10)

SWAP MEET

MONDAY MAY 2 , 1988

SEE DETAILS INSIDE .....

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PORTLAND ATARI CLUB
P.O. BOX 1692
BEAVERTON, OR 97005

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PORTLAND ATARI CLUB

This newsletter is written and published by members of the Portland Atari Club (PAC), a group of people with a common interest -- the **Atari Computer**. All articles are written and donated by members or are reprints of public domain material from other groups.

Opinions expressed are those of the authors and do not necessarily represent the opinions of PAC or those of any other organization. Material appearing in this newsletter may be reproduced for non-commerial use, providing credit is given to the author and PAC or other originating group. Commercial use must be coordinated through the editor. Material for publication may be submitted either on disk as non-formatted 8-Bit or ST ASCII files, or on hard copy (printed, typewritten, or legibly handwritten). Media may be sent to the editor at the address below. Contact the editor for instructions on uploading submissions to the PAC BBS.

MEMBERSHIP

Membership is $25 per year and includes a mailed subscription to this newsletter and access to members-only functions, such as downloading access to BBS files. A membership application is printed in each issue of this Newsletter. General meetings are open to the public and start at 6:30 p.m. on the first Monday of each month (2nd Monday in case of a holiday) at the NW Service Center at NW 18th and Everett in Portland. Exchange newsletters, article, correspondence and ads should be sent to the following address: Portland Atari Club, Attention: (appropriate board member), P.O. Box 1692, Beaverton, OR 97005.

ADVERTISING RATES:

Full page - $80, half page - $40, quarter page - $20. Ads must be prepaid and a 20% discount if given for 3 consecutive ads. The copy may vary in content, but the space must be the same in each issue. Send camera ready copy and check payable to PAC at the address below. Ad deadline is the 10th of the month prior to publication. Please contact Teri Williams (503) 771-7337 on all matters pertaining to advertizing.

CLUB OFFICERS AND BOARD MEMBERS

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PAC BULLETIN BOARDS

PAC BBS#1. . . . . Steve Billings, Sysop - 245-9405
PAC BBS#2 . . . . . Mel Waller, Sysop -238-7130

The Pres's Column
Bill Pike

Crazy time is upon us. Yes, it is another SWAP-MEET. May 2nd starting at 6:30pm is the time and the place is our regular meeting room in the bottom of the North West Service Center on the corner of Everett and 18th. There will be dealers there with some real good prices. Bring your checkbook and a lot of excuses for your wife and/or husband. There will be all kinds of hardware and software for sale including full systems. We will provide brown bags, plain or imprinted with the name of a local supermarket to sneak goodies into your house unobserved.

The club appears to be well on the way to recovery from the problems of the past couple years. Memberships are now beyond the break even point. The treasury is looking much better, The ST and the 8-bit libraries are really looking good. We have had inquiries from several stores about placing disks in them to sell.

Both BBS's are back and working. Hopefully the problem with the Supra modem will be cured soon by a exchange.

It appears that we may have sold the projection TV for a fair amount. It looks like the 19" sets will do the job much better. I hope to have one TV about 1/2 the way back in the seating in the hall and the other up front. This should provide a better view for all.

The newsletter is looking better and better and we are getting more ads for it. We mail copies of the newsletter to the software publishers when there is a review of a program or hardware in the newsletter. We still need more club members to provide local articles. If you would like to review software etc. Check with the newsletter editor to avoid duplication of effort, this seldom happens however. These articles are reviewed and the best are uploaded to GENIE for publication in other newsletters around the country. We also down load selected articles for inclusion in our newsletter. It appears that your newsletter is one of the more widely circulated ones in the country. You can really be proud.

For the first time club members, you have purchased the best home computer in the world. You have joined The Portland Atari Club which is one of the best clubs of its type in the country. The strength of the club is in its members. Attend the SIG (Special Interest Group) that best fits your needs or ask that a SIG be created to address a particular need.

I am sure that you feel as positively about PAC as I do. It is the work of all the board and the members that have made PAC what it is today and you can be rightly proud. We will now exit wildly waving flags and banners.See you at the **SWAP-MEET.** ... **Bill**

ST DISK LIBRARY UPDATE
By Stephanie Lynn

"Give us a real spreadsheet," people have told me, "One that prints and has a lot of features, but is still public domain and really cheap." Well, certain people out there should be glad to hear that I finally found one that seems to be the answer to their pleas. It is a shareware spreadsheet simply called SHEET, and it has a number of desireable features to it, Aside from printing, it has drop-down menus, and comes in both a program and a desk accessory version. In addition I have located a database program called 1ST BASE. It is a memory-resident database that is very fast, and also has some interesting features to it. If I knew more about databases and spreadsheets, I would be glad to tell you more, but as I'm not well versed in such applications, you will simply have to come to the next Swap Meet and check them out for yourself. Just ask to see **UTILITIES #5**, and you'll be welcome to try it out. For the game fanatics out there, there will be another games disk this month. **GAMES #13** has three games on it, a maze game, an arcade type game, and an "Oldie-but-a-Goodie". The maze game is MEGAMAZE, a game where you run around a maze fighting bats and cats, and creepy creatures of all sorts. For a simple game with what at first appears to be simple graphics, it is surprisingly entertaining and challenging. The arcade game, BOMBER, consists of a chopper which flies over a canyon while you choose when to drop the bombs to knock out blocks in the canyon. Bombs which hit the canyon wall backfire and destroy one of your choppers. Colorful graphics make this tough little game a winner in my book. The "Oldie" on the disk is a game called DALEKS. It is a strategy game based on the Doctor Who sci-fi television series. Daleks are killer robots that want to exterminate you, and your only defense is to stay one step ahead of them. Since they always move towards you, your task is to make the robots run into one another, which turns them into piles of harmless metal. All you have to do is outsmart them to win. For the moment that's all there is, but keep your eyes open for more utilities disks in the very near future and also some disks full of interesting and colorful graphics demos for your ST.

Don't forget that all Games disks are available at both IB Computers and at Creative Computers. Utilities disks, however, are only available at the general meeting. See you there...

PAC HELP HOTLINES:

BBS USAGE
Steve Billings 246-1751
Melvin Waller 230-0248

ST LOGO & C
Randal Schwartz 626-6907

DOS Operation
Wayne Winterbottom 667-6073

dBMAN
David Addison 645-6985

dBASE III
Calvin Partridge 297-3641

PASCAL
R. Deloy Graham 649-6993

ST Graphics Adv. games
Jim Miller 641-6356

ST GENERAL
Chuck Hall 626-3717

PAC GENERAL MEETING

MONDAY, MAY 2
6:30 PM

NORTHWEST SERVICE CENTER
1819 NW EVERETT, PORTLAND
(LOTS OF FREE PARKING)

REMEMBER, THIS IS GOING TO BE A
SWAP MEET

FOR INFORMATION CALL BILL PIKE 646-4471

B.A.S.I.C Evolution for the Atari ST
GFA Basic Style By David Roberts, PAC

This month I thought I would go over something that a lot of basic users have trouble handling sometimes. It is the manipulation of files and how to create them and access them. The following program does just that as simply as possible. I'll try to explain it. The fifth line just dimensions memory space for the area that your information will be stored. In this case, ten names and ten numbers. The next seven lines merely inputs information and stores it in two variables which we just dimensioned. The gosub statement of the next line accesses the procedure "Writefile" and writes the information out to a file called "info". It then returns back to the next gosub which goes to the procedure "Readfile". This procedure reads in the names and numbers from the info, in order, and stores them to the variables. Make sure you always "close" your files after you are done accessing them. You will see this statement after the readfile procedure. That's about it for now and I hope you can see well enough to figure out what is going on until next month.Here's the program:

```
Rem ******************************
Rem * SIMPLE FILE HANDLING *
Rem ******************************
Rem
Dim Nm$(10),Num(10)
For T=1 To 10
  Print "WHAT IS YOUR NAME ";
  Input Nm$(T)
  Print "WHAT IS YOUR FAVORITE NUMBER ";
  Input Num(T)
  Print
Next T
Gosub Writefile
Gosub Readfile
Close #1
End
Rem **** PROCEDURES *****
Procedure Writefile
  Open "o",#1,"INFO"
  For T=1 To 10
    Print #1,Nm$(T)
    Print #1,Num(T)
  Next T
  Close #1
Return
Procedure Readfile
  Open "I",#1,"INFO"
 For T=1 To 10
    Input #1,Nm$(T)
    Input #1,Num(T)
    Print "NAME: ";Nm$(T)
    Print "FAVORITE NUMBER: ";Num(T)
    Print
 Next T
Return
```

MAY NEWSLETTER DEADLINE: MAY 15

WINTER CHALLENGE
By David Roberts, PAC

I showed "Winter Challenge" at last month's meeting and now I would like to tell you a little more about it. The game is made by a company called Thunder Mountain. It is the cheap game division of Mindscape. Unlike other companies that produce cheaply priced software, this program is worth it. A lot of work can be seen in this program. Whoever made it did a fabulous job and put their all into it and just because the game is nicely priced should not downgrade it at all. There are five winter events to the game. There is the Downhill, Ski Jump, Biathlon, Giant Slalom, and Bobsled events. Downhill is the first event and it is my favorite part of the game. You are given a view of the skier from behind and in the bottom right hand of the screen you have a goggles view of the action. I find the goggles view very unhelpful and just rely on what I see on the screen. I do very well this way so I think that other part could have been left out. To each his own I guess. Anyway, the graphics of the skier swooshing and jumping are first class. The sound of brushing snow is extremely well done. There is humor also. When you hit a rock, one of three obstacles, your skis stay in front of the rock, while you go sailing over it with a thump. Very funny to watch.

The ski jump is as you can imagine a skier jumping off a curved ramp. It is also well done, although controlling your skier so you can make a good landing evades me most of the time. It is a little harder than necessary to figure out, but still enjoyable. The scrolling trees and snow behind the skier as you are in the air is smooth and very well done. The third event is the Biathlon which is the worst part of the game. It is quite repitious and involves moving your player, shooting some bland targets, and doing the same thing again until it is done. Not the best part of the game so I won't stay on it any longer. The Giant slalom is a tough one to handle at first, but can be real challenging after you get the hang of it. The controls are kind of sensitive so you have to get used to this first and then figure out the best way to move through the diagnolly moving flags. It is lots of fun and the graphics are well done. The Bobsled event is the final one and it is a different kind of experience from all the rest. You start out slow in this half circle track and quickly come up to speeds around 90mph. It feels like it too, especially as you get whipped up one side of the track and turn over on your head. A unique game experience, I assure you.

Overall, this program is well worth the 19.95 price that it has. Support those companies that are fair to the computer user. Even if you don't like the sound of this program, due to its sports environment, look at some of the other programs that soon will be released by this same company. I bet they will be of equal quality and price value.

PAC
BULLETIN BOARDS

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245-9405

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238-7130

300/1200/2400 BAUD
24 HOURS AROUND THE CLOCK

MAY ST PORTION OF MEETING
David Roberts

Well, this month is a swap meet so there will be no general ST portion to show off software. That doesn't mean we won't have something to show. I should have several programs available to look at by the time of the meeting. The ST Librarian and I will be at the same table and we will have the club ST up and running so feel free to come by and try out new club software and watch some new programs.

TREASURER'S REPORT
By Margaret Manning, Treas/ Sec.

Beginning Bank Balance: 1805.28

REVENUES:

Memberships	425.00
Disk Sales	708.00
Newsletter Ads	230.00
	1363.00

EXPENSES:

Newsletter	201.73
Disks	111.00
BBS's I & II	42.42
Rent	50.00
2 TV's & Cables	385.51
Post Office deposit	100.00
	890.00

Ending Bank Balance: 2277.58

BOARD MEETING NOTES
Margaret Manning Sec/ Treas.

The April Board Meeting was held at Atsa Pizza, at 7.00 PM. Tues. April 19. In attendance were: Bill Pike, Brian Hunt, Margaret Manning, Lee Bole, Dave Roberts, Stephanie Lynn, Teri Williams, Mel Waller, Randall Leong, Paul Gittens, and Steve Billings. Club funds have continued to rise due to the disk sales, and new and renewed membership. Also we had a large increase in our newspaper ad income. Stephanie Lynn the ST Librarian is coming out with new disks for the ST Library. The Newsletter Editor still needs more articles from members for the newsletter. Mel Waller was asked to see about selling the club daisy wheel printer. It also appears that the Amiga Club is buying the club projector. Steve Billings reports that PAC I is still having trouble with the clubs new Supra 24 baud modem. It is being returned again to Supra, and we hope they can correct the problem. In the mean time the board is being run on Steves own personal modem. The meeting was adjourned at 8:30 PM.

PORTLAND ATARI CLUB — MEMBERSHIP APPLICATION

Please fill out the following information, then forward annual dues of $25,00 to;

PORTLAND ATARI CLUB
Attn. Membership Secretary
P.O. Box 1692
Beaverton, OR 97005

RENEWALS
$20.

NAME: _____

STREET: _____

CITY, STATE, ZIP: _____

PHONE: _____ **8-BIT OR 16-BIT** _____

FAMILY MEMBERS NEEDING CARD:

_____
_____
_____

(FOR OFFICAL USE)
EXPIRATION DATE: _____
DATE RECEIVED: _____
CHECK: _____ **CASH:** _____

SYNCSOFT SCREEN GENERATOR

SYNCSOFT, a new company here in the Portland area, and dedicated to the eight-bit user, has released information about their product SCREEN GENERATOR.

This new software, according to SYNCSOFT, may revolutionize the way BASIC programs are written.

Facts and Features

Design and build simple to elatorate screens to be used in BASIC programs by just typing on the screen what you want them to look like, including all of the Atari graphic characters.

Define fields on the screen to display only, alpha-numeric enterable, or numeric-only enterable (trapping for data format entry errors is now not necessary).

The SCREEN GENERATOR creates basic code for each screen to be included into your program. All fields are assigned a unique name according to the relative location on the screen that they are a part of.

Cursor is positional at any field (especially useful in indicating a data entry error).

Runtime screen handler passes all fields to and from your program a full screen at a time.

Escape key when hit passes your program a flag which may be checked to enable goback (to previous screen or whatever) logic.

No need to code BASIC Print or Input statements, although they may also be used.

Runs with TURBO BASIC (included at no additional charge).

Program demo and screen example included.

System requirements: Atari XL/XE computer, Disk drive, Turbo Basic (included).

The list price is $11.95.

Syncsoft
P.O. Box 5862
Aloha, OR 97006.

THE NEWSROOM

By Bill Pike, PAC

(review copy loaned by **IB Computers**)

Springboard Software has ported NEWSROOM to the 8-bit ATARI machines. The program requires 64k of memory (800xl, 65xe, or 130xe computers) A 1050 or ENHANCED DENSITY COMPATIBLE disk drive and a PRINTER, a joystick is optional. By the way you MUST load the program with BASIC enabled (keepa you fingers off the OPTION key)

This is a program that has proven very popular on the Apple and Commodore machines. The program is the first desktop publishing released by a major manufacturer for the ATARI 8-bit machine. The cost is $39.95 and it comes in a plastic box containing the program disks, documentation for the program, advertising for other Springboard products, and the warranty card. There is a unlimited lifetime warranty on the software,for a $5.00 charge and proof of purchase.

Now, "the facts Mam, just the facts.". Newsroom appears to be aimed at the 7-13 year old market. There are several sections to the Newsroom the Banner, the Photo Lab, the Copy Desk, the Layout, and the Press.

Newsroom uses a series of 8 plates to construct a 8 1/2" X 11" page (2 across and 4 down) or you can have a Banner (headline) and 6 plates (banner + 2 across and 3 down). You can also print on a legal size sheet with 10 plates. Each plate is one graphics 8 screen.

The clip art disk contains rather cutesy line drawings of various aliens, space ships, dogs, cats, birds, and people. There are several maps of various continents some with countries shown. You can take rectangular sections out of any of the clip art files. You can position the artwork anywhere on the plate you are working on. You can erase, re-draw, or fill any of these pieces. There is a magnification option for fine work. however once you modify the clip art, in any way, you cannot save it back to a clip art disk. You have to save it as a photo. You can create your own clip art but you are not allowed to maneuver the art around or crop it or change it. Once you start to work with the clip art you MUST save it as a photo, you CANNOT save it back to the clip art disk.

There are 5 fonts that you are able to print with; Small Serif, Small Sans Serif, Large Serif, Large Sans Serif, and Large English. The cursor is sized to fit one letter, which is nice for text placement. However those are all the fonts you get and you can't get no more. The program will fit text around a icon, artwork, automatically. However you MUST type in each letter, you CANNOT use a text file. This means there is nothing more than simple text editing available. You are unable to use a separate word processor or spelling checker.

The printed output of the program looks OK but nothing exceptional, However you can fill in shading on the banner and/or clip art for a better look.

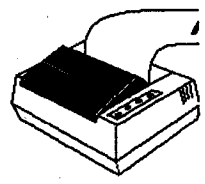
The amount of warnings regarding copywrite are something to see, on the front page of the manual you are told that these disks are copy protected and that trying to copy them can destroy the program and/or your equipment. You are told to send your warranty card, the backup copy order card, your proof of purchase (sales slip)[you are told to make a copy of the sales slip for your files] and include $12 for a backup copy. In the back of the book you are told that you can make one copy of the program for backup purposes but you may only use the program on one computer at a time and that you MAY NOT SELL the program without the consent of Springboard Publishing. In other words YOU BOUGHT IT YOU'RE STUCK WITH IT! You are also told that you have purchased the media, disks and documentation, but Springboard retains all rights to the program or any part thereof. However you are allowed to make unlimited copies of the newsletter output.

All in all the program appears to be designed for the elementary classroom. The commands are, for the most part, icon driven and are relatively easy to use. If you wish to pay $40 to allow your kids to put together a newsletter this looks like your best bet. But if you are doing serious desk top publishing on a adult level, I would recommend News Station and News Station Companion by Reeve Software or Dot Magic from the Cryptic Wizard. They do much more for a lot less money.

NORTHWEST COMPUTER ACCESSORIES

(503) 775-2741

(LEAVE MESSAGE)



6-foot Moulded/Shielded printer cable. 8.00
12-foot Parallel Printer cable 12.00
25-foot Parallel Printer cable.. . . . . .19.00
Copy Holder - Desk top, self-standing. 8.00
3-1/2 " Disk Drive Head Cleaner 4.00
5-1/4 " Disk Drive Head Cleaner 4.00
Diskette File - 80 disks (3-1/2 ") Side by side ..12.00
Diskette File - 120 disks (5-1/4 ") Side by side .12.00
Disk Notcher (plastic) 4.00
Mouse pad. 7.00
Deluxe 80-Column Printer Stand 14.00
Deluxe 132-Column Printer Stand 17.00
Surge Protector/Power Center, 5 outlets w/switch.29.00
6-Plug Power Strip (UL) Surge Protector 10.00

A COMPLETE LINE OF COMPUTER ACCESSORIES

ATARI TREK88

P.O. Box 68863 • Seattle, WA 98168

The Atari user groups of the great Pacific Northwest are proud to bring you the second annual

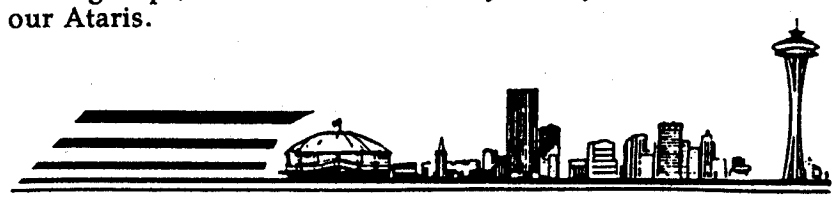
ATARI TREK COMPUTER SHOW

ATARI TREK88 will be held, once again, in the spacious Seattle Center Flag Pavilion, from 10am to 5pm May 14 and 15, 1988.

Since last year's show was so successful, admission will continue to be $3. and children under 12 freee. Admission fee entitles you to a chance of winning one of dozens of door prize drawings held throughout the show.

There will be exciing exhibits and dazzling displays by vendors from all across the country. Guest speakers will discuss the many aspects of computers and their contributions and effects on society.

And, of course, one of the nation's most devoted Atari users, the Pacific Northwest Atari users groups, will be there to show you why we love our Ataris.



May 14 - 15, 1988 Seattle Center Flag Pavilion

TURBO ST

Eric Einsmann
(C.F.S.T.U.G.)

Home Grown Software
This Month: Mission Immpossible

It was the mid-summer of 1987. Late one night Wayne Buckholdt was heading for his fridge for a late night snack. As he reaches for soda and a bag of corn chips, the ketchup bottle makes a few clicks and in a moment a micro-mini tape begins to play and says "Wayne Buckholdt, your mission (should you choose to accept it) is to take an ordinary 520ST and make it outrun a mega-ST with a blitter. This message will self-destruct in 5 seconds." As Wayne ponders this awesome task, he closes the fridge and seconds later the ketchup bottle explodes and totally destroys an entire box of twinkies.

While the above paragraph is mostly fiction, the mission itself is real and after several months of hard work is ready for release.

What is the name of this mind-boggling software? It's called Turbo-ST and it is truly amazing.

I'm not a software engineer so don't expect an extensive explanation of how it works, but as far as I know, it replaces the line-A routines of the ST and the final result is a considerable increase in speed for a good deal of programs for the ST. It will not have the same benefit in all programs because alot of ST programs use their own custom routines, which in the case of Turbo-ST would be almost redundant. For example, if you have the Tempus text editor and you install Turbo-ST, don't expect Tempus to go twice as fast. But what Turbo-St will do is make another word processor run at speed similar to Tempus. It also works well with just a plain, ordinary desktop.

If you have a hard drive with a good deal of files, Turbo- ST will scroll through them faster. Just how fast does it go? Well, according to the press release from SoftTrek, the paging speed of FinalWord is increased by 75% over a standard 520 or 1040ST. St Writer's paging speed is increased by 108% and it's scrolling speed is increased by 42%. The paging speed of the Devpac editor from HiSoft is more than tripled. Turbo St is so fast that you can't get these kind of speed increases even with a MegaST WITH a blitter!

The program itself is very easy to use because it is in the form of a desk accessary. Just click on it once to install it, and click on it once again to remove it. Turbo-ST is well written and is impressive to see in action.

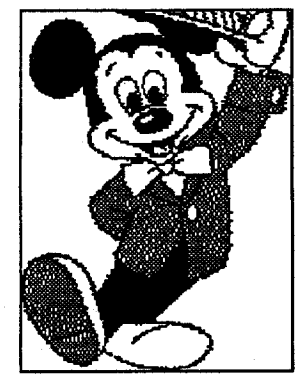
Perhaps one of it's best features is it's retail price of $49.95. Turbo-ST is potentialy more significant than even PC-Ditto. While PC-Ditto is a great program, it is only of use to those who want to run MS-DOS software. Turbo-ST can benefit every single ST owner. It will be exciting to watch and see how this program develops. If you are interesting in finding out more you can contact:

SoftTrek
P.O. Box 5257
Winter Park, Fl. 32793
Phone# (407) 657-4611.

GFA BASIC

Quick Program Reference Guide
David Roberts, PAC

I was hoping when I got this book that it would be a helpful tutorial for the beginning GFA Basic user. The book states on the first page that it isn't. That was a mistake on their part. A good book for learning the language is needed. This book however is less complicated than the book put out by Michtron. So if you are a GFA Basic learner than you will probably be able to use it. The best thing about this book is that it is probably the best quality book that I have seen come out from Abacus. They are improving on their quality of publication. The book has three different indexes that allow you to reference subjects by commands, subjects, and a general index. A great improvement over some of their original books. The book itself covers all the keywords of GFA Basic and does a real good job of it. It has numerous short examples of the majority of more complex commands. I haven't tried any of them to see if they are accurate, but they look interesting. The book covers other things besides the basic commands of the language, but it also looks at the various memory locations that contain important information like screen resolution, keyclick, drive changes and other assorted things. The book gives examples of things that are not covered in the GFA Basic manual. It covers windows, loading RSC files, centering dialog boxes, rubberboxes and all kinds of other not often mentioned subjects. The book seems to be of high quality and I can recommend it to anyone who is looking for more information on GFA Basic. It isn't an easy book to understand, so the beginner may want to look at it close. I'm not sure of the retail price since it was sent for us to look at but it is a small sized book that I'm sure is in the fifteen dollar range. Check it out.



GRAPHICS NEEDED

FOR NEWSLETTER

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PRESTEL

By Lee Bole, PAC

PRESTEL is a nationwide BBS in England which offers a multitude of options, one of which being a travelers' help. The following article describes what happens when one logs onto this very interesting bulletin board and proceeds through the various screens that lead you to a description of whatever town you want to learn about.

Anthony Ellis, a 32-year old fireman in the town of Barnstaple, North Devon in England is a happily married father of two little girls and he loves to use his Atari ST. He uses it to publish a family newspaper (he says it is taking the micky out of them); he uses his Atari computer to write to me (he teases me by using **SIGNUM**, a document processor not yet available here); and Anthony uses his Atari computer to log on to *PRESTEL*, a nationwide bulletin board in his country.

Anthony wanted to show me how one can find out about the towns and cities in England by logging onto PRESTEL.

He wanted to **videotape** his logon time to show me the ropes, but the incompatibility between his television system (PAL) and ours (NTST) made that medium inappropriate.

So, instead of videotaping his time on *PRESTEL*, he captured a series of screens and documented in his letter to me what was happening in each screen. I'm reprinting excerpts from his letter here. So here goes ...

FIGURE 1 - THE WELCOME SCREEN

The welcome page of *PRESTEL* tells what computer one is logged on, the last time he used it, and if there are any messages or telex's waiting. From this screen, I press 1 for the main PRESTEL menu.

FIGURE 2

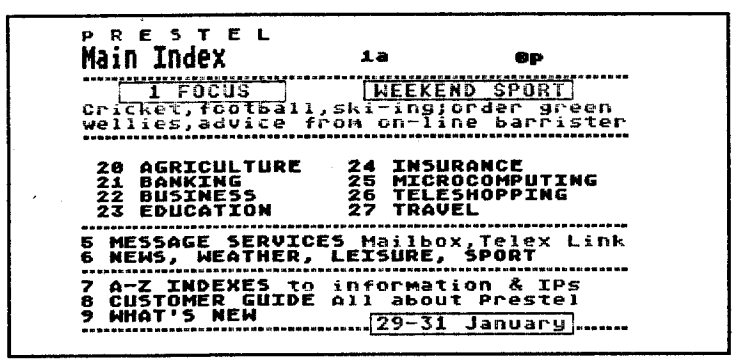


FIGURE 2 - MAIN INDEX

The main PRESTEL page. One can take any route from here. I selected 7 to go to the Alpha index (A to Z) so as to get to the Gazetter area which gives information on towns and cities.

At the Alpha index (screen not shown here), I then elected to go to the Gazetter area.

FIGURE 3

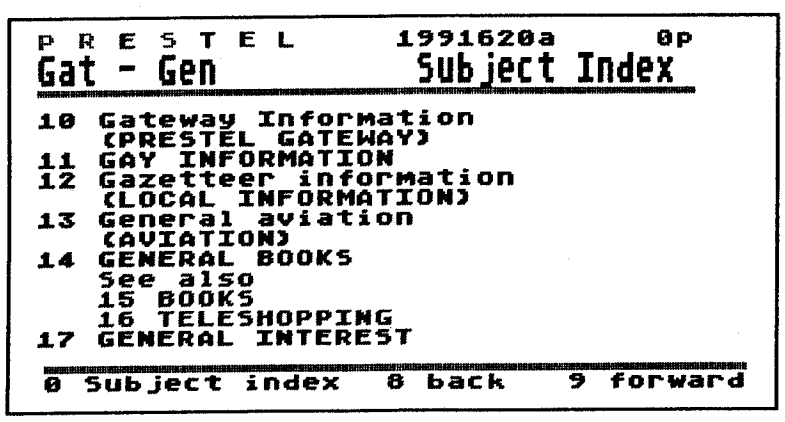


FIGURE 3 - SUBJECT INDEX

From here I selected 12 to get local information.

FIGURE 4

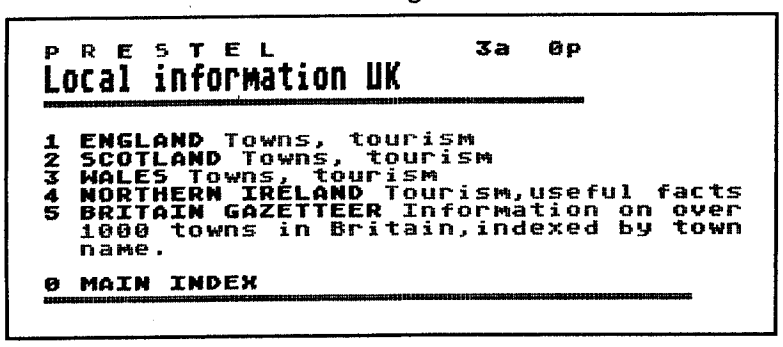


FIGURE 4 - LOCAL INFORMATION

From here, we press 1, for England towns, and we get the next screen, TOWNS ENGLAND.

FIGURE 5

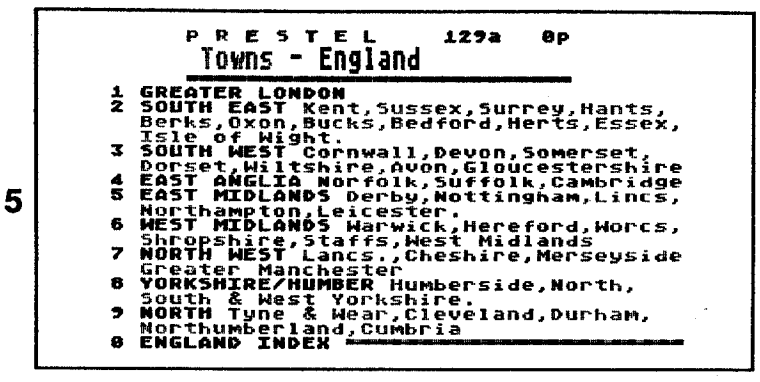


FIGURE 5 - TOWNS ENGLAND

Here at the Towns England screen, I am offered a selection of geographic areas in England. We want to go to the Southwest, so I press 3.

FIGURE 6

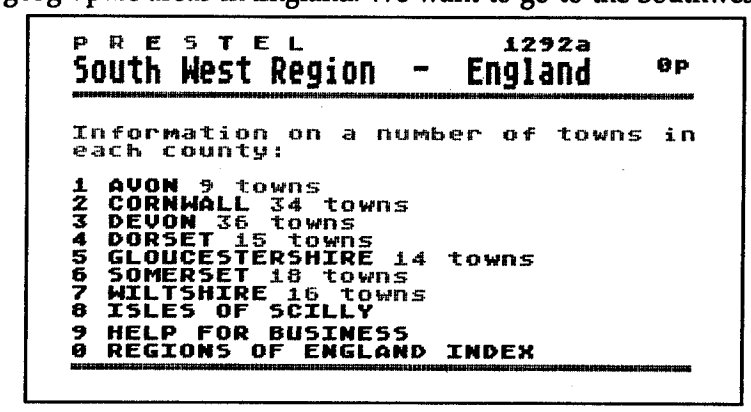


FIGURE 6 - SOUTHWEST UK

Now in the Southwest, we want to go to Devon.

FIGURE 7

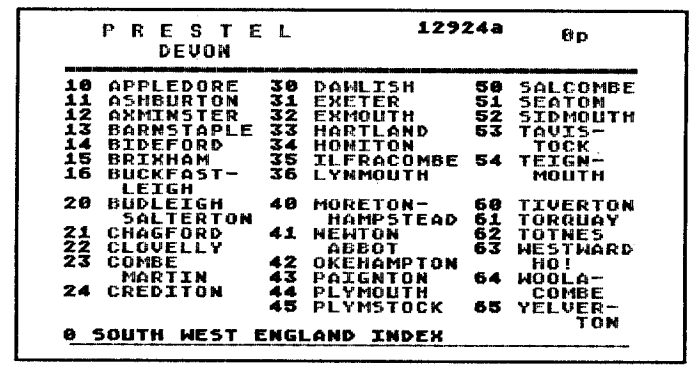


FIGURE 7 - DEVON TOWNS

Since I live in Barnstaple, we shall now press 13 and see what the next screen shows:

FIGURE 8

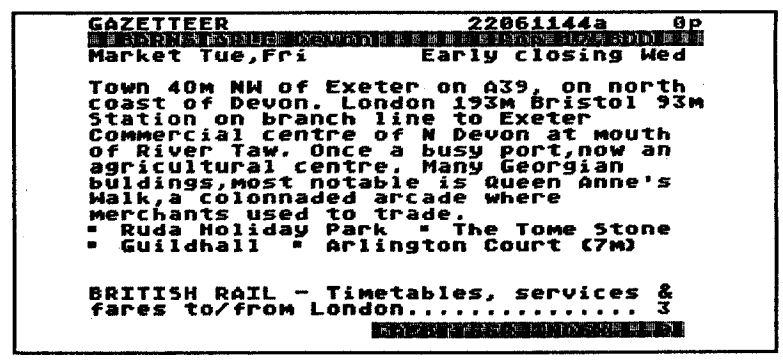


FIGURE 8 - THE GAZETTER

This page gives a brief description of the town of Barnstaple with mileages and routes. After reading this, one may like to know the British Rail times and fares, so I selected 6 for fares.

FIGURE 9

FIGURE 9

Here we see the prices and fares from London. If I went to the general Rail index, I could look up other towns and cities. The fares shown are only valid for one day tickets. There are a lot cheaper fares depending on the time of the year and whether weekday or weekends.

FIGURE 10

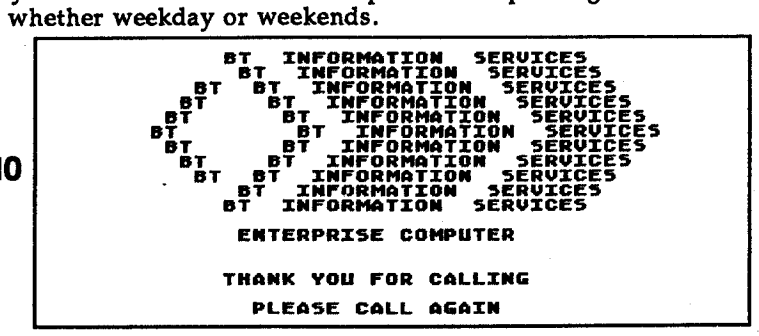


FIGURE 10

I get this screen when I have logged off from the system.

Anthony kindly offered to send another batch of screen dealing with the areas Margaret is going to visit this month. He writes:

When you write again, tell me the area of Scotland you are interested in. I can send pictures like these. With a credit card on PRESTEL, there is no need to go outside of the door, you can do all of the shopping on it through response frames.

PORTLAND AREA BULLETIN BOARDS

The following list was downloaded from **Q-MEG.** It is a listing of local (Portland, Oregon) bulletin boards and public access computer systems. We had to shorten the list for space considerations. If you want the entire list, you can download it from Q-MEG.

In order to be placed in this listing, a system must have an auto-answer modem and must be available for use at least an average of 8 hours per day. Special thanks to Lisa Gronke of **Applephilia BBS.**

AGORA 640-4262 300/1200/2400 bps 24 Hrs 640-4380 300/1200/ 2400 bps 24 Hours Runs on: Intel 80286 System (Xenix) System Operator: Alan Batie.

AMIGABOARD! BBS 285-8750 300/1200/2400 bps 24 Hrs Runs on: Amiga. System Operator: Stuart Sanders.

APPLE BYTE 640-283 300/1200 bps 24 Hrs Runs on: Apple IIe System Operators: Janice Sork Aaron Munter. Notes: System is sponsored by Henry School in Hillsboro and has a special interst in the educational use of computers.

APPLEPHILIA BBS 591-8090 or 257-0002 300/1200 bps 24 Hrs Runs on: Apple IIe System Operators: Lisa Gronke, Jerry Larkin.

THE ATARIAN 245-9730 300/1200/2400 bps 24 Hours Runs On: IBM PC/XT clone System Operator: Mehdi Attaran.

BACKWATER MESSAGE SYSTEM II 230-1041 300/1200 bps 24 Hrs Runs on: Sanyo 555 System Operator: Mike Day.

BIT BUCKET/ UNIX 254-0458 300/1200 bps 24 Hrs Runs on: Homebrew Tektronix 6130 work station (unix) System operador: Rick Bensene Notes: Send a <CR> to get the login prompt (use additional SINGLE <CR>s if you get garbage). Enter 'bbs' (no quotes; lower case) at the 'login:' prompt. The bbs software may take several minutes to load.

BLUE PARROT 661-3529 or 236-1815 300/1200 bps 24 Hrs Runs on: Apple IIe System Operator: Michael Bigham Notes: Board dedicated to creative writing.

COMPUTRON BBS 668-8397 300/1200 bps 24 Hours. Runs on: CoCo2 System Operator: Tom Bair.

COP SHOP 777-8713 300/1200 bps 24 Hours. Runs on: Commodore 64. System Operators: Paul Wickersham 1 Akers. Notes: System operated by officers of the Portland City Police Department. Public message area is free. $5/year for E-Mail privileges and $10/year for full up/download access.

DATA DUMP BBS 591-9391 300/1200 bps. Runs on: IBM. System Operator: Jason Cassezza.

dBASE 3 DEPOT 285-0746 1200 bps. Runs on: IBM. System Operator: Robert Dorr. Notes: Special interest in dBASEIII. Offline 5 PM to 9 PM weekdays for sysop's private use.

EVENT HORIZONS 777-1578 1200/2400 bps 24 Hrs. Runs on: IBM compatible. System Operator: Jim Maxey. Notes: Multi-Line TBBS. This is a subscription service ($1/hour) dedicated to exchange of digitized photography/video for all computers. Supports GIF/RLE format. Online national Info-Mat Magazine, educational quizzes. See pictures of users online.

HILLSIDE BBS (was I.B. Oasis/ I.B. Express/ IBBS #2) 297-6542 300/1200 bps 24 Hrs. Runs on: IBM clone. System Operator: Gary McAllister. **Notice: Special interest in 8-Bit Atari.**

IBBS 292-1321 300/1200/2400 bps 24 Hrs. Runs On: Atari 1040ST. System Operators: Russell Schwartz and Gary McAllister. Notes: BBS owned and operated by I.B. Computers.

J.D.'s PLACE 256-0784 300/1200 bps 24 Hrs. Runs on: Atari 1040ST. System Operator: J.D. Silverman. Notes: Dedicated to creative writing. May be in local use several hours per day.

THE LORD'S BBS 761-6120 300 bps. Runs on: Commodore 64. System Operator: Tom Seving. Notes: Offline 6 AM - # PM Thursdays.

MACMUSIC 646-2095 300/1200/2400 bps 24 Hrs. Runs on Macintosh Plus. System Operator: John Connolly. Notes: Special interest in digitized music and MIDI electronic musical instrument interface. Sponsored by Beaverton Digital Systems. Annual fee of $25.00 for downloading privileges.

Mc DERMIT'S BBS 661-0262 300/1200 bps 24 Hrs. Runs on: Commodore 64. System Operator: "Goggles". Notes: Special area for employees of McDonalds.

THE MONEY CRUNCHER BBS 281-3549 300/1200 bps 24 Hrs. Runs on: IBM PC/XT. System Operator: Rayland Barrett.

NORTHWEST COMPUTER SUPPORT 620-5910 300/1200/2400 bps 24 Hrs. Runs on: IBM. System Operator: Bandy Voshell.

N.W.S.E. BBS 775-7590 300/1200 bps 24 Hours. Runs on: IBM PC/XT Clone. System Operator: Phil Patrick. Notes: Official BBS for The North West Sanyo Enthusiast's (Sanyo users group).

THE OAK GROVE ATARI UNDERGROUND BBS 659-2642 300/1200 bps 24 Hrs. Runs on: Atari 800/ATR8000. System Operator: Phil Washburn.

PAUG (Portland Area Tandy User's Group) BBS 236-0281 300/1200 bps 24 Hrs. Runs on: IBM PC. System Operator: Steve Overton. Notes: Sponsored by PAUG for club members. Guests have limited privileges.

PDX PC-CLUB OPUS 226-4142 300/1200/2400 bps 24 Hrs. Runs on: Sperry PC/IT. System Operator: Bill Merwin. Notes: System is sponsobed by the Portland IBM PC Club. Downloading privileges limited to club members.

PORTLAND ATARI CLUB BBS #1 245-9405 300/450/1200 bps 24 Hrs. Runs on: Atari 520ST. System Operators: Steve and Debbie Billings.

PORTLAND ATARI CLUB BBS #2 238-71#0 300/1200 bps 24 Hours. Runs on: Atari 130XE. System Operator: Melvin Waller.

PORTLAND EXPRESS BBS 244-3254 300/1200 bps 24 Hrs. Runs on: Atari 65XE. System Operator: "C.K.". Notes: 1200 bps callers need to hit Ctrl-M at the first return.

Q-MEG 667-2242 300/1200 bps 24 Hours. Runs On: Atari 800XL. System Operator: Wayne Winterbottom.

REALTY INFORMATION NETWORK BBS 645-7532 300/1200 bps 24 Hrs. Runs on: 2 Commodore-128, Commodore-64. System operators: Bill May. Notes: Dedicated to the real estate professional. Subscription system. ($18 for 6 months, $30 for 1 year) with free 2 week trial period. Special rates for real estate offices. Non-subscribers are welcome but have limited access.

THE RUNNER 640-4262 300/1200/2400 bps 24 Hrs. Runs on: Intel 80286 System (Xenix). System Operators: Lane Inman and Prometheus Hawthorne. Notes: Type 'bbs' (lower case) at the 'login:' prompt to access the bbs. The Xenix system that runs this bbs is named agora.

SMILEY 591-0379 300/1200/2400 bps 24 Hrs. Runs on: Atari 1040ST. System Operator: Kevin VandeWettering. Notes: System intermittently offline for local use. Message and file system for ST, MS-DOS, Amiga, Macintosh P/M.

SOUTH OF THE BOARDER 252-5353 300 (+ Bell 202) bps 24 Hrs. Runs on: Apple IIe. System operator: "Texan Tim". Notes: Runs Proving Grounds (online adventure game) Mon thru Thurs and AE/Cat-Fur from 7 AM Friday to 7 AM Monday.

THE ST CONNECTION 771-6132 Runs on: Atari 520ST. System Operators: Lyle Brothers, Rick Tice, Neal Weiner.

STEP (ST ENTHUSIASTS OF PORTLAND) BBS 245-7469 300/1200 bps 24 Hrs. Runs on: Atari ST-1040. System Operator: Pat Warnshuis. Notes: BBS for members of ST Enthusiasts of Portland.

TECHBOOKS ONE 760-1473 300/1200/2400 bps 24 Hours. Runs on: IBM. System Operator: James Deibele.

TRON-NET 643-7305 300/1200 bps 24 Hrs. Runs on: Commodore 64. System Operator: Dan Mosedale. Notes: System sponsored by CompuTron Business Systems.

USING F-NET

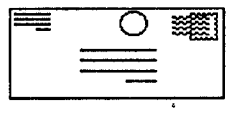
For those of you who are not clear on using F-mail on our PAC#1 board, here are some notes from Steve Billings, Syssop:

Be sure to read the first message in the Fnet base for help and look at the last couple issues of the PAC newsletter. I have written about how to use it there. It is very easy. All you do is type Fnet at the To: prompt when entering a message, and then a ? to see the node list that can be reached when asked for a node number.

Simply responding with 'A' to answer a fnet message will automatically send the message out on fnet.

Only PAC members are allowed to use the fnet feature of this BBS at this time. Non members who respond to fnet messages will not be sent.

LETTER TO THE EDITOR



From TECH Books ONE BBS:

Glen Plam regularly drops off copies of the "PORTLAND ATARI CLUB COMPUTER NEWS". I don't know if you've gained any members as a result of having it in the store, but we can hope.

Your readers may be interested in knowing that the **TECHBooks ONE BBS** (300/1200/400, 24 hours [503] 760-1473) carries a message area devoted to the Atari ST. Through a process called Echomail, a message entered on this BBS is sent to many FidoNet-compatible (almost all IBM) systems across the country. FidoNet is a network of over 3000 systems around the world). This is done at no cost to the user, and it's a good resource for asking questions about hardware or software. There are many other message areas available on TECHBooks One which are also hooked to other systems via Echomail.

Sincerely,
James S. Deibele

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GO FLY A SPITFIRE
By Bill Pike, PAC
Review copy loaned by IB Computers

Spitfire 40 says that it is a accurate reproduction of both the cockpit and flight characteristics of the late model Spitfire. It appears that these claims are accurate. I am unable to comment on the flight characteristics or panel arrangement as I have never flown a Spitfire of any type. The simulation takes into account the records in your logbook raising the difficulty in controlling the plane, as well as the skill of your opposition, becomes greater as you get more experience. The price of the program is $24.95 at IB computers and it is distributed by Avalon Hill. You may look at the instrument panel or a forward view thru the windscreen. You also have the option of a map in 3 scales so you can figure out where you are at, maybe. You have control over; gear, flaps, brakes, rpm, rudder, and other various items. You have the keyboard and joystick to control all of these. The joystick controls the aileron and elevator. The use of the trigger button is obvious. Getting down to business. You are given the option of Practice or Game. If you chose game you are given the further options of Fighter or Bomber. I highly recommend Practice to start off with even if you have flown a computer plane before, this one is tricky. The program is very nice in not only telling you that you have "Bought the Farm Old Boy" but also how you did it, Thanks A Lot. I haven't been able to do better than crash land the plane with major damage, but it was at a airport. The ground graphics leave something to be desired. The airports from 2000ft look to be about the same as a real situation of 5-6000ft., in other words a blue dot on the green land. The runway, when you finally find it, appears to be about the same graphic quality of Ace of Aces by Accolade. The flying graphics are pretty good but keep a close watch in the rear view mirror as you will get jumped a lot from behind during Game, during Practice you will not be attacked. You won't be attacked from the side as you have no view there. You have to abide by all the flight rules for all maneuvers regarding power and control settings, or take the risk of a stall and spin. You will then "Buy the Farm Old Boy" and be told what you did wrong in typical British understatement.

All in all a pretty good program however I have been spoiled by Flight Simulator and F-15 Strike Eagle so what can I say? The program does give you a good idea of what actually went on in a WWII dogfight and the problems of the fighter pilots. This program does keep records of your performance and increases in difficulty as you get more experience, which most other programs of this type don't, so you are always challenged. I guess that the newer flight programs are reaching the limits of a 8-bit computer. The program is a good buy, but not a great one.

VIRUS UPDATE
By Bill Pike, PAC

Apple Macs have been hit with a commercial VIRUS program. The program FREEHAND published by ALDUS SOFTWARE has been hit by a virus called the "March 2 Peace Message". The virus is thought to have self-destroyed after March 2nd, the anniversary of the sale of the Apple Mac. The virus apparently came from Canada and was attached to a "New from Apple" program. The virus was picked up by software writer and it infected his computer. He later worked on the FREEHAND program and sent the finished work to the publisher, with the virus in it. The publisher put the disk together and started to reproduce the disk for sale. The disk duplicator apparently ran for 3 days before the virus was found and a large number of copies were placed on sale, and sold. The virus may have infected several other software publishers due to the trading of information between publishers. Previously it had been thought that commercial programs were not a source of virus infection but apparently this is no longer true. One supplier of software is now using isolated computers to develop software to prevent the spread of these insidious programs. Hopefully other solutions that are easier to implement and less expensive will be found. Hopefully this type of problem won't surface in the ATARI programs. I would suggest reading the article "Computer A.I.D.S. at Work" (March ,88 PAC Newsletter). This will keep your librarv at least free from infection.

HAPPY ST

DISCOVERY CARTRIDGE

THOSE ALREADY FAMILIAR WITH HAPPY COMPUTING'S DISK DRIVE MODIFICATIONS FOR THE 8-BIT ATARI COMPUTERS WILL BE HAPPY TO LEARN OF THEIR NEW IMPROVED DISK CONTROLLER FOR THE ST. YES, THE LONG AWAITED ST HAPPY IS NOW A REALITY, IN THE FORM OF A CARTRIDGE, REQUIRING NO MODIFICATION TO EITHER THE COMPUTER OR DRIVE. IT WILL ALLOW READING FROM AND WRITING TO VIRTUALLY ANY FLOPPY DISK FORMAT, INCLUDING MACINTOSH, 5.25 AND 8 INCH. EXPECTED TO BEGIN SHIPPING SOON, THE SUGGESTED RETAIL PRICE IS $249.95. OUR PRICE WILL BE JUST $224.95. PRODUCTION IS TEMPORARILY ON HOLD FOR A DELAYED CHIP ORDER, WHICH IS GREAT BECAUSE ALL ADVANCE ORDERS GET A DISCOUNT OF $80 PER UNIT, FOR A TOTAL COST OF ONLY $144.95. ORDERS WILL BE FILLED IN THE ORDER RECEIVED, AND THE PRICE GOES UP WHEN THE FIRST IS SHIPPED.

(503) 257-3195

PHANTASY SOFTWARE

"YOUR FRIEND IN THE BUSINESS"

FCC BACKS OFF

Sent : Mar 19, 1988 at 1:28 PM
To : ALL
From : GLEN PLAM
Subj : FCC BACKS OFF

****

GEnie Services
Number: 6276
Name: FCC INFO.TXT
Address: DARLAH Date: 880318
Approximate # of Bytes: 5040
Number of Accesses: 202 Library: 13

****

Description:

This is an important announcement about the FCC decision on the proposal to add hourly access charges to "value- added" computer network systems. It was turned down! This means services like GEnie, CompuServe, Portal, PC Pursuit, etc., can now flourish and even expand their services.

From Pg. 6 of the Wall Street Journal for 17 March 1988.

FCC SCRAPS PLAN TO CHARGE FOR COMPUTER ACCESS TO PHONE SYSTEMS, SOURCES SAY

WASHINGTON - The Federal Communications Commission has quietly decided to scrap its plan to sharply increase telephone rates for computer users, agency and congressional sources said.

Last week, the agency informed importamt lawmakers that it wouldn't go ahead with its plan to assess so-called access charges of as much as $5.50 per hour per user to hook up computer-communication networks to local telephone systems. An FCC official described the decision as a tactical move to placate opposition from Congress and computer users.

"They got the message loud and clear from Congress that this plan was a political and policy loser", said a House staffer who was informed of the FCC decision.

The FCC's about-face is a big victory for information service companies, who have contended that steep access charges would have drivem them out of business by making their services too expensive. Currently, computer-communications networks are exempt from those access charges. Computer users around the country deluged the FCC with about 10,000 letters opposing access fees, the most letters the agency has ever gotten on a telephone issue.

The decision to drop the proposal was made by FCC Chairman Dennis Patrick and the common carrier bureau of the agency, the sources said. Mr. Patrick, whose office wouldn't comment on the decision formally needs the vote of at least one of the agency's other two members to terminate a proposal. But in practice, he can act unilaterally because, as chairman, he controls which proposals can come to a vote.

In any event, FCC Commissioner Patricia Diaz Dennis said she supported the decision to end the access charge plan. "We've got a lot of things on our plate," she said. That's one that would overcrowd it."

Several agency officials described the FCC's action as a way of patching up its tattered relations with Congress which is still fuming over the FCC's decision to abolish the fairness doctrine.

Last Thursday, [March 10] Rep. Edward Markey (D.,Mass.), chairman of the House telecommunications subcommittee, said he would introduce legislation to kill the access charge - even though agency officials said they had assured the congressman's staff that the FCC itself would kill the plan. A Markey aide said he was only notified an hour before Rep. Markey was to give a previously scheduled speech on access charges.

"We'll closely monitor the commission's future actions to insure that this onerous charge doesn't re-emerge in a new form", Rep. Markey said in a statement yesterday.

Rep. Markey and other lawmakers also still oppose Mr. Patrick's pet plan to radically alter regulation of American Telephone & Telegraph Co.

FCC and congressional sources said the agency would proceed, but slowly, with a separate plan to assess charges of about $4.50 per hour per user to hook up private telephone networks to local telephone systems.

The FCC believes that both computer- communications networks and private telephone net works aren't paying their fair share of the cost of local telephone service. But exempting computer communications networks has more appeal politic ally, because the users are often consumers with limited ability to pay increased charges.

(End of article)

8-BIT SOFTWARE

from the PAC LIBRARY

All software listed is available from the Portland Atari Club disk library for purchase, the price is $8/disk + shipping for non-club members and $4/disk + shipping for club members or $4 & $8 at the meeting. These disks are also available at I. B. Computers.

GAMES

ARCADE GAMES #1
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2 full side adventures
in basic

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CHILDREN:

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story books (P-3rd)

MUSIC:

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side 1 The Beetles Best
side 2 Mellow Rock
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player included

TUESDAY NITE AT THE TV
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MONKIES MUSIC & TV
side 1 Monkies music
side 2 TV music themes
player included

MUSIC VIDEO #1
Music and graphics
combined from Germany

GRAPHICS, NLQ PRINTING & WORD PROCESSING:

GRAPHICS DISK #1
StarTrek Old & New
digitized pictures of the
cast of both series
screen dump/printer included

FONT CONVERTER FOR
DaisyDot 1 & 2 and
Dot Magic
includes 15 fonts

DAISY DOT
NLQ printer program
by Roy Goldman

DAISY DOT II
NLQ printer program
from Roy Goldman

DOT MAGIC
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combines text &
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W.A.T.C.H.
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modem program for the
850 interface + modem

EXPRESS 1030/ XM301
modem program for the
1030 & XM310 modems

EXPRESS MPP
modem program for the
MPP/SUPRA 1000 series

EXPRESS/ AMODEM 212
side 1 Express 212
side 2 Amodem 212
modem programs for
the SX212 Atari modem

AMODEM 7.5
modem program for the
850 + modem

AMODEM 212
modem program for the
Atari SX212 modem

LANGUAGES & UTILITYS:

TURBO BASIC 400/ 800
public domain compiled
Basic from Europe
a version of TurboBasic
for the 400/800 series

TURBO BASIC XL/ XE
public domain compiled
Basic from Europe
for the XL/XE machines
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ATARI DOS 2.5
doc's included on disk

DOS 4.0 + GOS DESKTOP
side 1 DOS 4.0 + docs
side 2 GOS + docs
GOS=Graphics Operating
system

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HARDWARE #1
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build a 320k 130xe
build a 576k 130xe
build a 1meg 130xe

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HOME & BUSINESS 3
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useful programs for
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DOC'S 2
DOC'S 3
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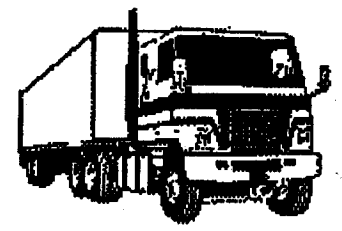

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..... Digitsound continued

make many of the effects sound better on the finished sound). STATS displays current statistics of your sound like free memory, sound length, buffer length, sampling rate, etc. The WAVE and ENVELOPE options simply allow you to display a sound with or without an envelope. UNDO BUFF enables an undo buffer that allows you to reverse many of the commands. Be wary of this command, as it can consume as much as 1/2 of your precious memory! The DRAW command lets you manually redraw your sound wave or envelope depending on the mode you're in. By going to the EFFECTS menu you can further decimate your sound with effects like RAISE and LOWER (to physically move the position of the sound wave on your screen AMPLIFY and QUIET to increase or decrease the volume of the sound), SILENCE and NOISE (to insert a section of silence or white noise), STRETCH and SQUEEZE (to lower or raise the pitch of the sound), FADE IN and FADE OUT (to smoothly increase the sound to full volume or decrease it to silence), and finally, you can even REVERSE a sound wave and play it backwards! All of these effects can be applied to any portion of your sound, or to all of it! Hopping over to the EDIT menu we can CUT, COPY, or DELETE a section of sound. If the sound is cut or copied, we can then PASTE it back in, or MIX it with an existing sound! A CLEAR BUF command is included to free up buffer memory if necessary. The BAR menu lets you find the beginning or end of a sound section, and also lets you zoom in to a selected portion of the sound wave. Using the SCALE function you can keep selecting smaller sections of the wave until you can see the entire wave form that makes up a sound! The USE ALL option returns you to full scale.

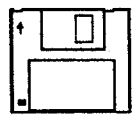
Whew! We've stretched, echoed, amplified, and mixed our sound (and God knows what else!) and now we'de like to save it. Selecting the FILE menu we see the familiar OPEN, SAVE, SAVE AS, and QUIT options. We also see the unfamiliar MERGE (to merge two sound files together) and WRITE (this saves a sound file to disk that is compatible with Hippo, Navarone, and other sound digitizers).

If all of that isn't enough to impress you, hang on, there's more! All of the above goodies are available on BOTH Digisound ST's. The Digisound ST Professional goes one step further by offering two input jacks (one straight line in and one amplified line in) along with an Input gain control to adjust the input level, and one output jack (also with a gain control). This output jack provides considerably better output than your ST monitor (you should hear it on my stereo!) and any of the sounds recorded with Digiplay can be played either through the monitor or the cartridge! The two input jacks can be used for real time mixing of two different inputs! It also offers Logarithmic sampling which gives a wider dynamicrangeand less distortion.

Talking with George Morrison, President of Alpha Systems, I found a man confident in his product and every bit as excited as I am about it! He stands behind his product and offers a 30 day money back guarantee. (But don't buy Digisound expecting to get your money back -- once you get it, you won't let go of it!) I mentioned that a MIX and LOAD BUFF from file command would be extremely useful, and George agreed. Hopefully we will see it in the near future.

In two hours worth of work I prepared a professional sounding demo that will knock your socks off! This demo is 500K worth of music and voice and demonstrates many of the features of Digiplay. If you're interested in it, have your club librarian give me a call. To sum up the product, the cartridge is very well put together (it even looks good) and the software is very polished and complete. All of the nice little touches are there to make it a joy to use for years to come! Another gotta have!

OK, that's it, I've run out of gas. The features of this product speak for themselves. I've got to stop writing and start playing with Digisound. If you can't tell that I'm in love with the product, please reread the article. If you've already got a sound digitizer, Digiplay is available separately for $49.95.



SPACE QUEST II

By Dave Roberts, PAC

This is more of a preview than a review since I have yet to get very far in the game. The reason I am writing this now is because of some recent developments with the makers of the "Quest" series of adventure games. Sierra On-Line made the game and they seem to be stopping further development for the ST. I am discouraged about this since their games are always of high quality and seem to be getting better with time. If anyone from Sierra reads this, then take note that the effort you put into porting over your software to the ST does not go unnoticed. You may not make as much on the ST program as you wish, but with continued support, the ST community will grow and bring you many happy returns (profits).

Enough about this issue. I'll just close saying that if Sierra stops converting their programs then it will be our loss, but they will lose a healthy lead in advanced entertainment for the future of computing.

On to Space Quest II: I was really getting tired of the same old theme that was being produced around these games. A little man running around over semi- interesting backgrounds. It was getting old. I told myself that Space Quest I would be my last 3-D adventure for awhile. I was extremely happy to find Space Quest II at a discounted price, so I bought it. I only wish I had gotten it sooner. The graphics are really getting better. They still could improve, but *(CONTINUE ON PAGE 11)*

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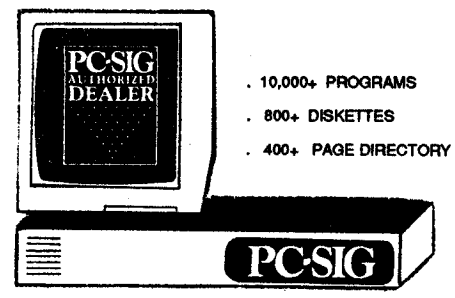

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We reserve the right to edit or refuse any ad. No dealers, please. Dealers are encouraged to place ads elsewhere in this newsletter.

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HACKER

A LETTER TO THE EDITOR By A FRUSTRATED HACKER

Dear Editor:

The software companies have finally done it! They have taken all the fun out of the ATARI computer! They first said that they were no longer supporting the 8-bit ATARIs. That wasn't to bad as we could always hack on programs that were released outside the U.S.

Also there were smaller publishers that continued to bring out software as well as programmers.

Well now certain software publishers who will remain nameless have really DONE IT. Where are the simple joys of breaking programs? Where are the joys of attaching your handle to the title screen and circulating the files to all the PIRATE BBSs? What about the lost fun trying to out-think the protection that was put on disk? Why have some publishers taken all the fun out of HACKING? It used to be so much fun to sit down with my rusty OMNIMON, pirated of course, and break the protection of a disk.

You non-hackers can't know the joy of seeing your handle on a broken program circulating on the PIRATE BBS NETWORK.

What about the thrill of making your reputation as you break more and more heavily protected programs. The fun was all in out-thinking the disk duplication services and proving that you are the smartest.Now all that is gone. There are several software publishers that are selling UNPROTECTED programs. You can't even say that you are breaking the program to make a archive copy, the program can be copied using the (disk duplicate) from dos. Even if you make the disk into a file and put your handle on the title screen, all the other hackers know the disk was unprotected in the first place.

HACKING JUST ISN'T FUN ANYMORE.

Making matters even worse it is no fun to break a $9.95 program. The price isn't worth the effort. Even a $19.95 program is a little hard to handle. I guess that this is a plea to the Software Publishers.

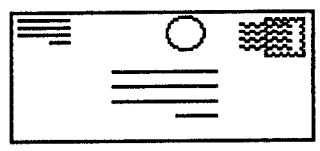
Please go back! PLEASE put all kinds of exotic protection schemes on your disks. PLEASE, PLEASE charge $79 or $69 or $59 dollars for a program not $9.95 or $19.95 or $24.95.

DON'T! WHAT EVER YOU DO, DON'T cease to pay the disk duplication services for the disk protection. These people have worked hard to develop more and more complicated protection schemes. They have families and young children to support. Do you want to steal the food out of their children's mouths? Do you want to drive those who make modifications for disk drives to copy protected disks out of business? Do you want to pass along the savings to your customers or maybe pocket the same? I plead with you on my knees!

Please go back to protecting disks! Please make the prices so high that it is much more attractive to pirate programs than purchase them. If you do the above I and all HACKERS will be greatful beyond words to you.

Please don't worry that your revenue will go down because of the circulation of broken copies of programs. Don't worry that the PIRATE BBSs will stop failing or even worse going legitimate.

Signed
A Frustrated Hacker



.....SPACE QUEST II CONTUED

the artistic touches are showing through clearly. In the beginning of the game such fun things as your man walking on the walls out in space, and being transported in a tube-like subway are quite well done. The animation is the biggest part of the improvement in the game. The walking on walls and the moving vehicles all are fun to see. The most impressive part of the beginning is when you are attacked by the evil Vohaul and he taunts you and wiggles his fingers while you stand in front of him. A well done piece of work to say the least. All the while video screens are flashing behind him and different things are going on. I got a big kick out him laughing at me while I was being taken away. I can't praise the animation enough. Ships flying in and out of ships and giant asteroids, and the sound has improved also. Little mood songs at important points and even a hilarious moment where these two "Planet of the Ape" like goons are flying your character over the trees and the hovercraft runs out of gas. You hear it start to conk out. All the while the two gaurds are blaming each other for the blunder. Great humor and originality. I haven't begun to solve all the puzzles, but it looks like I'm in for the same original and interesting mind games that all the Sierra games do so well. I'd just like to praise this company for delivering a good sequel to a fabulous original. Even if this may be one of their last games, which I hope it isn't, I'll still enjoy it. Check it out if you liked the others because this one is just as good and better.

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MAY, 1988

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1	2 PAC GENERAL MEETING	3	4	5	6	7
8	9	10 8-BIT EXPLORERS SIG 7pm Fulton Community Center	11	12 EASTSIDE ST SIG 7 pm BROADWAY EAST 4400 NE Broadway	13	14 ATARI TREK SEATTLE Flag Pavillion
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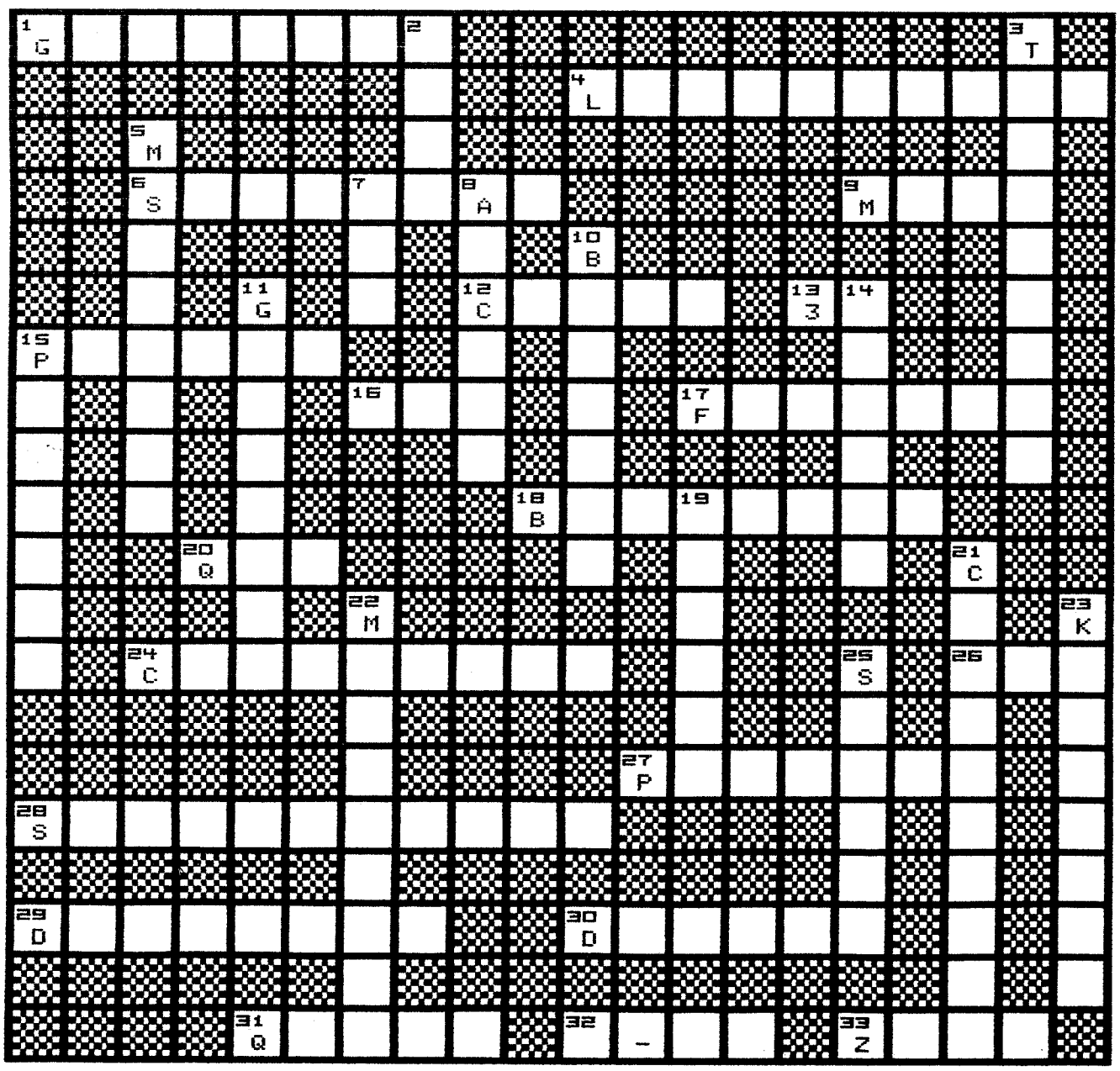
22	23	24 8-BIT EXPLORERS SIG 7 pm Fulton Community Center	25	26	27	28
29	30	31	REMINDER !!! Our May meeting is a GIANT SWAP MEET!			

MAY CROSSWORD PUZZLE
By Bill Pike, PAC

SUBJECT: GAMES on the Atari Computer
Designed on "*CROSSWORD MAGIC*" By Mindscape



ACROSS CLUES

1. Sucessor to DANDY. Arcade game converted to computer.
4. Climb those ladders. Blow holes and let the nastys fall in then cover them up.
6. He has a big red "S".
9. The planets name is ATARI backwards. Stay on the planet and survive.
12. Old military board game. Once a knight is enough.
13. Three dimension. Contraction.
15. First maze game.
16. One or ... player
17. First game with music.
18. Batter your way thru brick walls.
20. Arcade version of fillerup.
24. Shoot the mushrooms and bugs but watch our for the spider.
26. ... or two player.
27. Run, swing on the vine, pick up gold and jewels. But don't fall.
28. First space shootm up for the ATARI computers.
29. Save the civilians. Don't let the space nastys get them or they'll come back and get you.
30. Good graphics game. Fly or walk around in your spacesuit. Catch the Crocodile.
31. Keep on the jump and watch out for Coily. Avoid red balls.
32. Jet fighter simulation.
33. First commercial text adventure.

DOWN CLUES

2. They play together as a ....
3. Early basic graphic dungeon adventure.
5. Liberated PACMAN.
7. What you do when the nastys are chasing you.
8. Chess board game with fighting for squares.
10. Stop the Intruder! Stop the humanoid!
11. Reach the mother ship. Early arcade ported to computer.
14. Pump up the monsters. Blow them up.
15. Shag the golfballs. Cross the river. Avoid the golfcarts and lawnmowers. Musical game.
19. Early basic Dungeons and Dragons type of Adventure.
21. Rescue the civilians with your helicopter. Shoot the tanks.
22. Fancy version of centipede.
23. ..... Kapers. Cop and robbers game.
25. Robot maze game.